

REMARKS

Reconsideration and allowance are requested.

Claims numbered 32-52 have been amended to overcome the objections raised under 35 U.S.C: §112, second paragraph against claims 41, 42, 51 and 52. Amendments have also been made to other pending claims to ensure consistency. For example, the terms “first” and “second” have been replaced with “server” or “server node” and “client” or “client node”, respectively, as appropriate to identify respective features as they relate specifically to the gaming client side or the gaming server side. The terms “first” and “second” previously used with the term “data packet” have been amended to “gaming control information” and to “gaming data information”, respectively, as appropriate to identify respective features as they relate specifically to gaming data information provided by the gaming client side or gaming control information provided by the gaming server side.

In claims 42 and 52, the terms “the client” and “the server” have been amended to properly recite the respective features as relating to the client node and the server node H.323 multimedia call clients, respectively, while other amendments to claim 42 have also been made to point out and distinctly claim features from Figures 6 and 7 of the application.

Regarding claims 39 and 50, the term “third” has been amended to “gatekeeper node” to recite the respective features as relating specifically to the protocol enhancement of the gatekeeper node.

New claims 53-63 recite a gaming client node for the previously-claimed computerized server/client gaming arrangement for using a H.323 network to communicate multimedia gaming data between a gaming server and a plurality of gaming clients.

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New claims 64-74 recite a gaming server node for the previously-claimed computerized server/client gaming arrangement for using a H.323 network to communicate multimedia gaming data between a gaming server and a plurality of gaming clients.

New claims 75-82 recite a gatekeeper node for the previously-claimed computerized server/client gaming arrangement for using a H.323 network to communicate multimedia gaming data between a gaming server and a plurality of gaming clients.

New claims 83-88 recite a firewall node for the previously-claimed computerized server/client gaming arrangement for using a H.323 network to communicate multimedia gaming data between a gaming server and a plurality of gaming clients.

The application is in condition for allowance. An early notice to that effect is requested.

Respectfully submitted,

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